

COMMAND ACTION POINTS (CAPs)



SPENT CHECK

Reference Table

This table displays the probability of a Spent Check failure for a given Action Cost.

ACTION COST	1	2	3	4	5	6	7
SPENT CHANCE	20%	30%	50%	60%	80%	90%	100%

d10 Spent Check:

Spend **ANY** number of CAPs, before rolling the d10. For each CAP spent, lower the Action Cost by 1.

If the Action Cost is reduced to **0AP**:

- No Spent Check is made.
- Spent Units may take the Action.

d6 Number Check:

Spend **up to 2CAPs**, before rolling the d6 or 2d6. For each CAP spent, increase or reduce the Number by 1. (Ex: Hit Number, Rally Number, Initiative Number.)

CONFLICT[®] OF HEROES

Copyright © 2019 Academy Games
Fremont, OH USA www.AcademyGames.com